

ENLISTED
(enlisted -25)

less 5 min

Spec Force Base: Small Blue
Auction

↑
Uniform Selection books

Men's Medical Exam Rm

Women's Medical Exam Rm

In Processing Recruit's Office

desks, sergeant, bench, LCD
i { business card }
↳ Sgt biller code

ask Sgt abt enlistment forms (read / complete / give) go to exam

↑ one term of duty
agree to surgical augmentation? Y/N
agree to cloning? Y/N

I am 'Van Dussen' (str engineer)
Nly lie on bed (bed - hardboard, panel)

- received augmentation chip (concentrate on augmentation chip)

↳ safety precautions (contrary info can create seizures)
↳ side effects (concentrate on concentrating)
→ ~~concentrate~~ neuro long sleep

- combat seizure i days to slow brain OR put self into neuro-recursive loop

Cross memory retrieval systems

reading machine
- dial, knob, button, chute, placard
- knotted to ~ weight
- loose knob to ~ height
- push btn
- take uniform / wear it

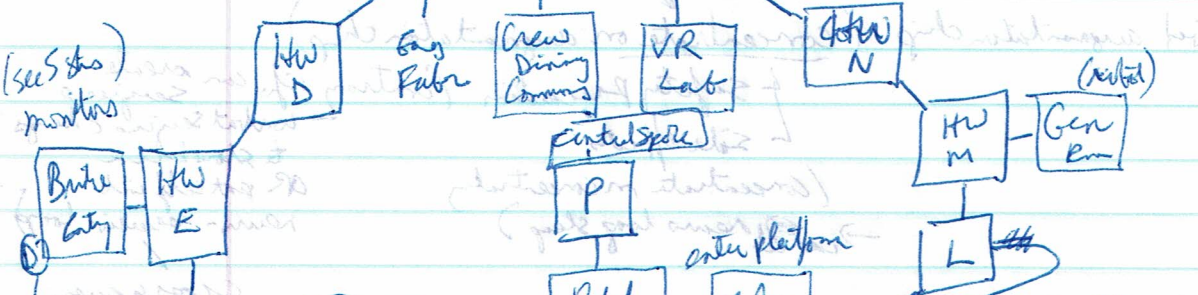
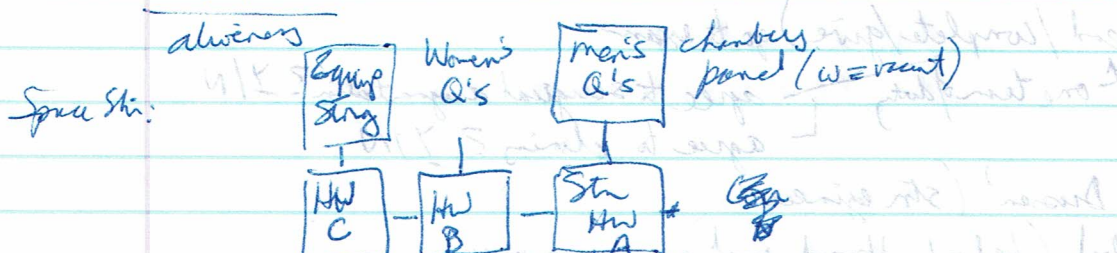
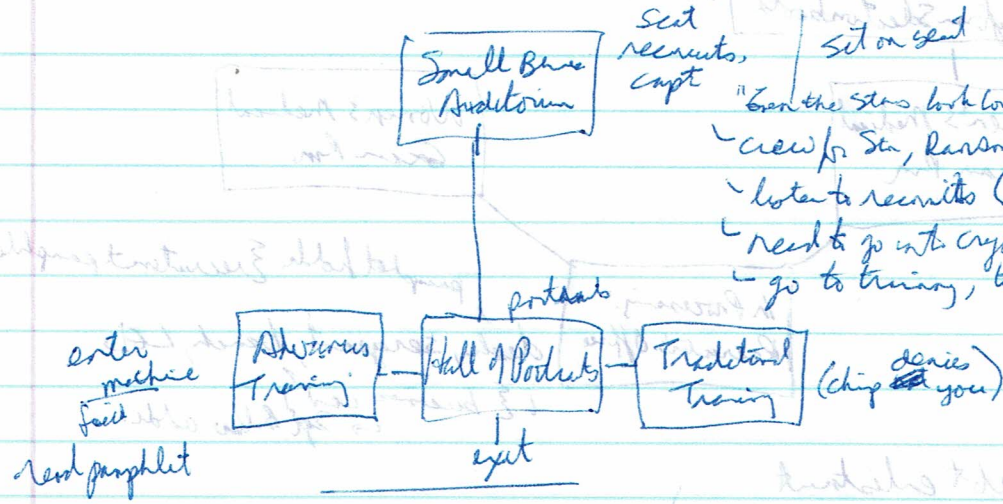
dial: { Heavy, Slim, Average }
knob: { Short, Average, Tall }

(...)

(...)

Bill 4 Concentrate on space station - "concentra on the (221)."
 HW C sez "let's go to HWA", but it should be HW B

Seat recruits, capt
 sit on seat
 "Even the stars look lonely"
 - crew for Sta, reasons for (orbit of M planet)
 - lotsa recruits (abt space force)
 - need to go into cryogenic suspension until arrival.
 - go to training, then leave



- Command
 - Communicators (off)
 - navigation (off)
 - Science
 - engineering
- monitor
 Capt
- "attend engineering station" panel is DCM
- Nav: Llewyn (f)
 - Science: Yun (f)
 - Comm: Bromsivity (m)
- power generation: Normal
 life support: Normal
 Sta hull integ: Stable
 Sta gravity: Normal
 main engines: Normal

monitor shows ruined planet
 - power source plant
 - complex (whistles + static)

repairbot (plate)
 take to gen room "repairbot, repair generator" (robot body cant speak!)

fulfill in work in!

Eng's job - bring approp. robot to approp. room to solve problem
or replace malfunction part himself

Shock waves

Power Gen \rightarrow critical (fuel cell generator)

Life Support \rightarrow external pressure regulator ($x=-2, y=4, z=0$)

Hull { Main Storage Bay - inaccessible
Eng Fabr Rm - inaccessible
HW Q - semi-inaccessible
Power Gen Rm - hazardous

Grav: Normal

Eng: Normal

Reactor must be disengaged.

Concentrate on robot (remote operator in VR (disengage to end VR))

Communication station

- 2 buttons (red: str announcement; green: extend announcement)

speakers & microphones

monitor - bldg E dish

VR lab - projector, VR disk reader (slot)

Comp lab - Mella-Muck

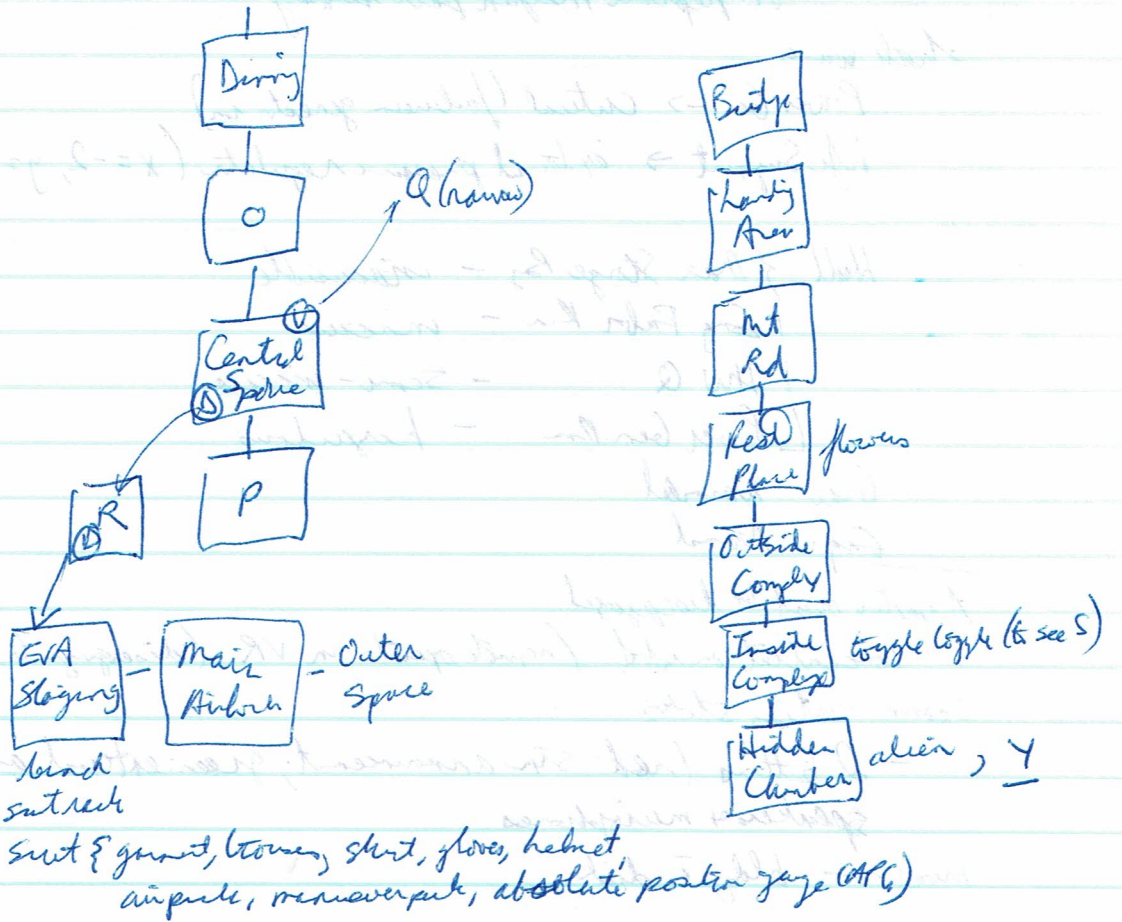
- note from Kent (refers to cleaning bot)

- tray of dishes (Muck needs to be cleaned)

- jar of Muck (coat food to get hard coats)

Ext Sensors lab - PAUSEP system (in telescope)

- packs (x-ray counter, UV telescope, charged particle counter, solar wind detector, plasma wake detector, many planetary sensors)



Dirig - mirrors, nutrimitic, vaspotine (only chef) (put edble den i kn, push green btn)

Airlock - red pressure btn, green pressure btn
yellow sign

HUD

roll, turn, thrust, lthrust, mthrust

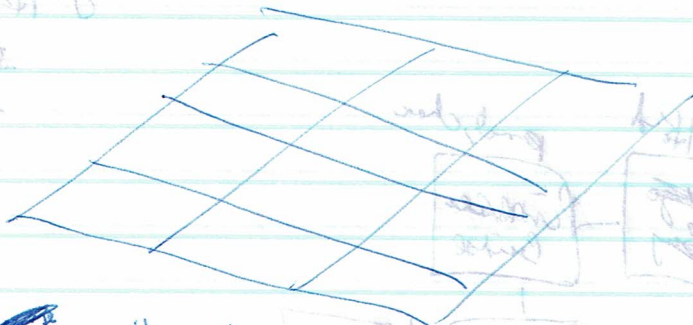
Sign (EVA antlock is $x=2, y=0, z=-2$)

(Aux antlock is $x=2, y=0, z=2$) "Pinnacle Bay"

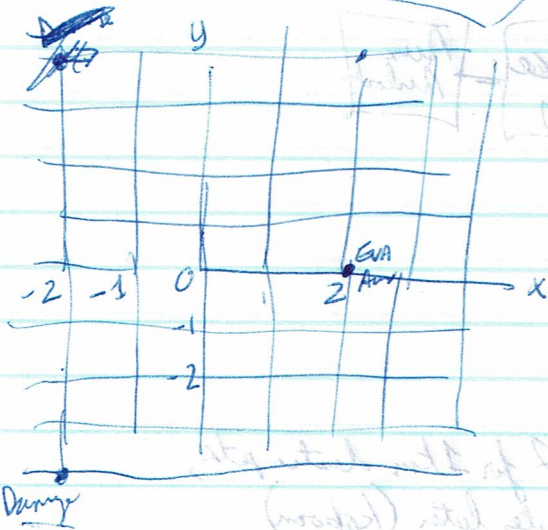
(damage at $x=-2, y=4, z=0$)

x gauge $(0, 0, -2)$ Near Main Antlock

turn, lthrust $(2, 1, -2)$ (wresey)



med hat
-2 bio-regen tubes
- instrument deck



12m⁴m² → x axis
12m⁴m² → z axis

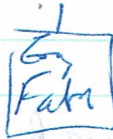
→ 0



x regulator
(at 45123)

- lumpy cube & bumpy cube
|
mashed box | crudy?

VR dist

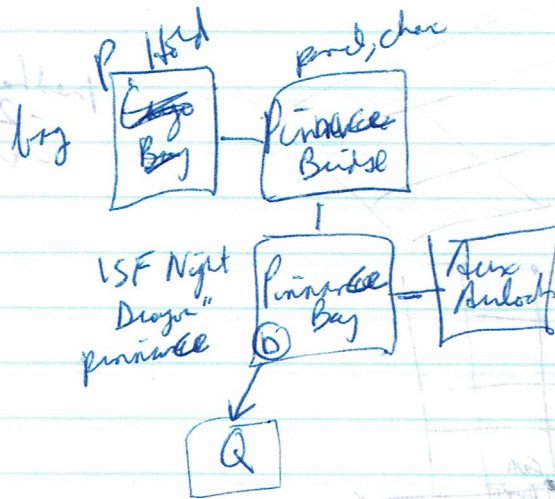


sheet of metal
instructions
fab. unit
then output bin
Supply holdy bin

supply bin
open bin
put sheet in supply bin
close bin, push key pad,
enter '8575' (flambolator jinx)

bang cube → entertain VR dice (Huldras)
bump cube → training VR dice

bag {granular,
Hershey bar,
IR goggles,
explorers kit
(dial, switch, instructions)



instr: dial 1 for 100m or 2 for 1km destic path,
flip switch → 5 minutes later (kaboon)
- only capt + dog can use it.

goggles - toggle switch

(can go down to

also need to check ground
Speed
outboard